

# Boss Weaknesses

## Weakness Order

Mega Man 3 has 2 weakness loops

- Magnet > Hard > Top > Shadow > Spark > Magnet
- Snake > Gemini > Needle > Snake

There are 2 soft weaknesses to "cross over" between the loops (at least 2 that are relevant to the speedrun routes), along with the two robots that take extra damage from buster.

- Spark takes 2 damage from Needle
- Gemini takes 2 damage from Shadow
- Magnet and Top both take 2 damage from the Buster instead of only 1.

## Weak Against Themselves

Most bosses are weak against their own weapon. Not as dramatically as our dear friend Metal Man, but enough that almost any robot's own weapon is a viable backup in refights. (Notably, Gemini Man's refight is routed to use Gemini Laser against him)

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